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# 2<sup>nd</sup> IEEE International Conference on Internet of Things Design and Implementation (IoTDI 2017)

**April 18 – 21, 2017 in Pittsburgh, USA (in conjunction with CPSWeek)**

## Important (Preliminary) Dates

Abstracts due: October 7<sup>th</sup>, 2016

Full papers due: October 13<sup>th</sup>, 2016

Author notification: January 15<sup>th</sup>, 2017

A confluence of technological advances marks the advent of a new era. World data volume is growing at an unprecedented pace, much of it from embedded devices. Smart cities are expected to grow, fed by millions of data points from multitudes of human and physical sources. Cyber-attacks grow more nefarious, bringing down physical systems. Social networks are becoming ubiquitous, offering information on physical things. The separation between cyber, physical, and social systems is blurring. Collectively, these developments lead to the emergence of a new field, where the networking and physical realms meet. It is the field of the Internet of Things (IoT). This conference is an interdisciplinary forum to discuss challenges, technologies, and emerging directions in system design and implementation that pertain to this Internet of Things. This conference invites researchers and practitioners from academia, industry and government, and accepts original, previously unpublished work on a range of topics related to the Internet of Things. Topics include, but are not restricted to:

Original work must be submitted that is not published or under submission elsewhere. Manuscripts may not exceed twelve (12) single-spaced double-column pages using 10-point size font on 8.5x11" pages (IEEE conference style), including figures, tables, references, and appendices.

- Analytic foundations and theory of the Internet of Things
- Reliability, security, timeliness, and robustness in IoT systems
- Novel protocols and network abstractions
- Data streaming architectures
- IoT-motivated cyber-physical and Industrial-Internet Systems
- Novel quality requirements and their enforcement mechanisms
- Cloud back-ends and resource management for IoT applications
- Personal, wearable, and other embedded networked front-ends
- Social computing and human-in-the-loop issues
- IoT-based adaptive and self-\* systems
- Applications and drivers for the Internet of Things
- Industrial deployment experiences, case studies, and lessons learned
- Evaluation and testbeds